* Celeste/Hollow knight
* **Fluid motion**
  + Basic Platforming: Walking, Jumping, Grabbing, Dashing
  + Wall Jump
  + Walking/Running:
    - Fast acceleration/deceleration (for preciser movement)
      * **Diagram

        Description automatically generated**
    - Top speed is fast but not uncontrollable.
  + Jumping:
    - Should make visual sense for the character (heavier character should feel heavy)
    - 3x Jump height
    - Relative quick jump curve
    - Change air direction quickly (no air friction)
    - Idea: Really fat fat character, with charge jump, but extremely fast fall time + camera shake (maybe camera shake can interact with environment on some levels: funny failed animation (maybe drink item on screen falls off and char does the hamlet thing))
  + Particle effects:
    - Dust from jump
  + Jiggle physics (like hair moving down): Maybe belly 2d motion
  + Wall jumping/Wall sliding
  + Platforming assist (allow non pixel perfect jumps)
  + Dash refill
  + Things not to include:
    - Wind motion
    - Idle animations’
    - Level specific animations
    - Level specific gravity
    - Running
    - Ducking
    - Swimming
    - Item carrying
    - Super Wall jump
    - Climb jump
    - Bounce
    - Super bounce
    - Side bounce
    - Item throwing
    - Wall climbing
    - Wallboost
    - Climbhop
    - Slipcheck
    - Dreamdash
    - Starfly
    - CassetteFly
    - Attract
* Artstyle
* Good soundtracks
* Speedrun
* Mechanics (secret)
* **Level design**